

Renegade Legion Leviathan Summary & Reference

Sequence of Play

Initiative Phase

Power Allocation Phase

Movement Phase (Alternating)

- Battleships
- Cruisers
- Frigates
- Destroyers
- Corvettes
- Fighter Groups
- Fighter Flights

Combat Phase

- Capital Weapon Attacks (Alternating)
- Capital Weapon Damage
- Fighter Weapon Attacks (Alternating)
- Fighter Damage

Initiative

Roll-off, subtract Commander's Leadership, lowest chooses player order for the round.

Power Allocation

- Normal: Base Thrust, One weapon system
- Weapons: Zero Thrust, Two weapon systems
- Maneuver: Double Thrust, No Bays or Spinal

Weapon Systems:

- Spinal Mount
- Port, Fore, Aft Bays
- Starboard, Fore, Aft Bays

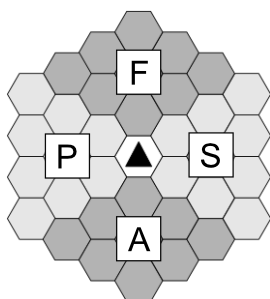
Turrets are always active

Movement

- Alternate moving one ship at a time in Initiative order, one size category at a time.
- Ships move their Velocity hexes each turn.
- Velocity can only be changed before movement.
- Changing velocity costs Thrust points.
- Heading changes are one facing at a time, and variable cost. They can only occur after moving a minimum number of hexes by ship size. See Records.
- Rolling costs one Thrust point

Fighters

- Do not track velocity and have no facing
- Move their thrust in hexes in any manner



Damage Example:

- 4 points of Bay damage, starting in column 1.
- 2 Penetration depth Spinal hit to random column.
- 4 points of Squadron to chosen column 3, 1 point of damage to the armor, and then the remaining 3 damage to a random column of internal systems

1	2	3	4	5
\	\	\	\	\
		X	X	X
		X	X	X
		\		

Combat - Targeting

To-Hit at Range by weapon charts.

Low than target number is a hit.

1s always hit, 10s always miss

- Shields: +1 To-Hit per Shield Factor in facing
- Capitals & Fighter Groups: No Penalty
- Fighter Flights: -1 To-Hit
- Variable Penalties from Systems Damage

Spinal Weapons

- Ignore Shields
- Cannot target Fighters

Turrets

- Can only target Fighters OR Capital Missiles
- May split fire, dividing factors

Capital Missiles

- 360 Arc, One Salvo per turn
- Salvos may be intercepted by Turrets
- To-Hit is 10 - target's facing Shield

Fighter Missiles

- Cannot target Shielded facings

Combat - Damage

D10 Randomized hit location

- Bays cause damage by rows one box at a time, starting at the lowest number undamaged column.
- Spinal cause damage three columns wide to its penetration depth, centered on roll
- Turret vs Fighters cause damage as bays
- Turret vs Missiles intercept Salvos at closest point along path, decrease Salvo size by 10 per point of damage
- Capital Missiles damage all facings in hex, if a Salvo misses subtract the Shield factor times 10 from the Salvo but still apply damage
- Fighter Missiles cause damage as Bays
- Fighter Groups cause damage as Bays
- Fighter Flights cause damage one box at a time in a three box wide column
- Fighter Squadrons choose a single column to apply all damage

Damage Resolution - Capitals

To Armor blocks first, then the Internal System chart.

Penetrating damage is divided into groups of 4 then applied to random vertical columns one at a time.

Damage Resolution - Fighters

From the right topmost box to the left by rows. Each time a row is crossed off, use the next row's combat factors.

	1	2	3	4	5
Transponder	Nav Light	VIP Dock	Crew Quart	Life Sup	
1/2 Turr	AG Drive	Atmo Contrl	SM Mnr	FTL Dest	
Bay Dest	Shld Dest	CIC Dest	SM Mjr	Main Bridge	
Plant 1/2	SLD 1/2	BLK Clips	SM Dest	Spine Crack	

Acceleration Compensator	No Combat Effect, Campaign / Scenario only
Anti-Grav Drive	No Combat Effect, Campaign / Scenario only
Atmospheric Controls	No Combat Effect, Campaign / Scenario only
Bay Destroyed	One Bay on the facing hit is destroyed, defender's choice, if none, other facing hit
Bay Fire Control	One Bay on the facing hit receives a +1 penalty, defender's choice, can stack
Bulkhead Collapse	No Combat Effect, Campaign / Scenario only
CIC Damaged	+1 penalty To-Hit for all weapons. Second CIC Damaged, increase to +1
CIC Destroyed	+3 penalty To-Hit for all weapons
Crew Quarters	No Combat Effect, Campaign / Scenario only
Damage Control	No Combat Effect, Campaign / Scenario only
External Comms	No Combat Effect, Campaign / Scenario only
Flag Bridge	Secondary Bridge, no effect unless Main Bridge damaged
FTL Destroyed	No Combat Effect, Campaign / Scenario only
FTL Major Damage	No Combat Effect, Campaign / Scenario only
FTL Minor Damage	No Combat Effect, Campaign / Scenario only
Internal Comms	No Combat Effect, Campaign / Scenario only
Life Support	No Combat Effect, Campaign / Scenario only
Long Range Sensors	No Combat Effect, Campaign / Scenario only
Main Bridge	No velocity, heading, or power changes if Flag also destroyed
Maneuver Power System	Max Velocity Change reduced by half (round down), one round per box
Nav Lights	No Combat Effect, Campaign / Scenario only
Plant 1/2 Damaged	Only one of Weapons or Maneuver can be powered normally until repaired
Plant Destroyed	No systems may be powered until repaired
Plant Short	Only one of Weapons or Maneuver can be powered normally one round per box
Port Thruster	No Port heading changes one round per box
Shield Destroyed	Shield Facing hit is destroyed. Second hit, any shield of defender's choice
Shield Short	Shield Facing hit is disabled for one round. Second hit, any shield of defender's choice
SLD 1/2 Damaged	Only one of Weapons or Maneuver can be powered normally until repaired
SLD Destroyed	Ship generates no Thrust until repaired
SLD Short	Ship generates no Thrust per round per box
Spinal Mount Destroyed	Spinal Mount may not be fired until repaired
Spinal Mount: Coil Destroyed	Spinal Mount may not be fired until repaired
Spinal Mount: Coil Short	Spinal Mount may not fire next round
Spine Cracks	Spinal Mount destroyed, ship disabled
Starboard Thruster	No Starboard heading changes one round per box
Structural Collapse	Ship disabled
Transponder	No Combat Effect, Campaign / Scenario only
1/2 Turret Factor Lost	Turret Factor reduced by half (round down) in hit facing
Turret Fire Control	+1 penalty To-Hit with turrets on that facing
VIP Docking Port	No Combat Effect, Campaign / Scenario only
Weapon Power System	Power may not be shunted out of Weapons, Spinal can only be fired with shunted power